

EXHIBIT "X"

**MARKED UP VERSION OF THE CLAIMS NOTING DIFFERENCES IN
CURRENTLY PENDING CLAIMS AND PREVIOUSLY SUBMITTED
CLAIMS FROM JUNE 10, 2006**

The following is a marked up version of the claims in this reissue application, noting the differences in currently pending claims, and previously submitted claims from June 10, 2006. Please note that the status identifier “Original” denotes claims that have not been modified from those submitted on June 10, 2006.

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83. (Currently amended) An electronic game device, having a predefined objective, comprising:

a housing,
a playfield that includes a plurality of playing positions, wherein each playing position includes [an indicator] a display that provides a plurality of visual indications, and a keypad switch to activate the playing position,
a microprocessor to control the operation of the device, and
a control program executed on the microprocessor that assigns a first set of binary numbers to playing positions on the playfield; routes binary numbers respective to the playing position activated by the player to each other; generates a second set of binary numbers from said first set of binary numbers using a Boolean function, or a lookup table; assigns said second set of binary numbers to [indicators] displays on the playfield to provide visual indications; and determines when a predefined objective of the game is met.

84. (Currently amended) An electronic game device as recited in claim 83 wherein said keypad switch and [indicator] display at each playing position are provided by an illuminated keypad switch.

85. (Original) An electronic game device as recited in claim 84 wherein the keypad switch is illuminated using light emitting means.

86. (Original) An electronic game device as recited in claim 85 wherein said light-emitting means is provided using multi-colored light emitting diodes.

87. (Original) An electronic game device as recited in claim 83 wherein said indicator is provided by at least one of a Liquid Crystal Display (LCD) screen, and a Cathode Ray Tube (CRT) screen.

88. (Currently amended) An electronic game device as recited in claim 84, wherein said plurality of visual indications includes at least one illuminated color, and a color reflected from the surface of the [indicator when the keypad switch] display when it is dark.

89. (Original) An electronic game device as recited in claim 87, wherein said plurality of visual indications includes at least one image, and a visual indication resulting from the absence of an image at a playing position.

90. (Original) An electronic game device as recited in claim 83, further comprising means for generating visual and audible effects during game play, and at the conclusion of a game.

91. (Original) An electronic game device as recited in claim 83, further comprising a segment of the control program executed on the microprocessor that provides a plurality of games by varying the assignment of the first set of binary numbers to playing positions.

92. (Original) An electronic game device as recited in claim 83, further comprising means for varying the difficulty level of play.

93. (Original) An electronic game device as recited in claim 83, further comprising a plurality of games stored in a data section of the control program, wherein each game is defined by a different assignment of predefined binary numbers to playing positions.

94. (Original) An electronic game device as recited in claim 93, wherein said plurality of games is in various levels of difficulty.

95. (Original) An electronic game device as recited in claim 83, wherein the shape of said housing is in the form of a three-dimensional configuration, and wherein said plurality of playing positions are mapped on the surface of the three-dimensional configuration.

96. (Currently amended) An electronic game device as recited in claim 83, wherein said control program includes a plurality of segments, and wherein the segment of control program that routes binary numbers to each other includes an algorithm that routes binary

numbers assigned to the playing positions at the top, bottom, left, and right of the [activated] keypad switch activated by the player, to each other.

97. Cancelled

98. (Original) An electronic game device as recited in claim 83, wherein said first set of binary numbers is generated randomly.

99. (Original) An electronic game device as recited in claim 83, wherein said first set of binary numbers is predefined, and is stored as program data in a data section of the control program.

100. (Currently amended) An electronic game device, having a predefined objective, comprising:

a playfield that includes a plurality of playing positions, wherein each playing position includes [an indicator] a display that provides a plurality of visual indications,

control means for activating any playing position,

a microprocessor to control the operation of the device,

means for assigning a first set of binary numbers to playing positions on the playfield,

means for routing binary numbers respective to the playing position activated by the player to each other,

means for generating a second set of binary numbers from said first set of binary numbers,

means for assigning said second set of binary numbers to [indicators] displays on the playfield to provide visual indications, and

means for determining if a predetermined objective of the game is met.

101. (Original) An electronic game device as recited in claim 100 further comprising a housing.

102. (Original) An electronic game device as recited in claim 100, further comprising means for generating a plurality of games.

103. (Original) An electronic game device as recited in claim 100, wherein said means for generating a second set of binary numbers employs a Boolean function, or a lookup table.

104. (Original) An electronic game device as recited in claim 101, wherein said control mechanism that activates any playing position includes keypad switches.

105. (Cancelled) [An electronic game device as recited in claim 101, wherein said control mechanism that activates any playing position includes a cursor control switch mechanism.]

106. Cancelled

107. (Original) An electronic game device as recited in claim 100, wherein said first set of binary numbers is generated randomly.

108. (Original) An electronic game device as recited in claim 100, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program.

109. (Currently amended) An electronic game device as recited in claim 100, wherein said means for assigning said second set of binary numbers to [indicators] displays includes an algorithm that employs the dynamic routes of the routing squares on the playfield.

110. (Currently amended) An electronic game device as recited in claim 100, wherein said predetermined objective of the game is to reach a state during which all the indicators produce the same visual indication, and wherein said means for assigning said second set of

binary numbers to [indicators] displays is based on any permutation of assigning the elements of the second set of binary numbers to the [indicators] displays.

111. (Currently amended) An electronic game device, having a predetermined objective, comprising:

a playfield that includes a plurality of playing positions, wherein each playing position includes [an indicator] a display that provides a plurality of visual indications,

a switch control mechanism to enable a player to select and activate any playing position on the playfield, [and which includes at least one of a keypad switch corresponding to each playing position, a cursor control switch structure, and a touch screen control structure],

a microprocessor to control the operation of the device,

a control program executed on the microprocessor that assigns a first set of binary numbers to playing positions on the playfield, routes binary numbers respective to the playing position activated by the player to each other, generates a second set of binary numbers from said first set of binary numbers using a Boolean function or a lookup table, assigns said second set of binary numbers to [indicators] displays on the playfield to provide visual indications, and determines if a predetermined objective of the game is met.

112. (Original) An electronic game device as recited in claim 111 further comprising a housing.

113. (Original) An electronic game device as recited in claim 111 further comprising a control program segment that provides a plurality of games by varying the assignment of binary numbers to playing positions on the playfield.

114. (Currently amended) An electronic game device as recited in claim 111, wherein said control program includes a plurality of segments, and wherein the program segment that

assigns the second set of binary numbers to [indicators] displays is based on any permutation of assigning said second set of binary numbers to the [indicators] displays.

115. (Currently amended) An electronic game device as recited in claim 111, wherein the [indicators] displays are implemented by light emitting means.

116. (Currently amended) An electronic game device as recited in claim 115, wherein said plurality of visual indications includes at least one illuminated color, and one reflected color when [an indicator] a display is dark.

117. (Original) An electronic game device as recited in claim 115, wherein said light emitting means includes one, or a plurality of light emitting diodes at each playing position.

118. (Original) An electronic game device as recited in claim 117, wherein said plurality of light emitting diodes have different colors.

119. (Original) An electronic game device as recited in claim 111, wherein the indicators are implemented using at least one of LCD screen, and CRT screen.

120. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a geometric shape in different colors.

121. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes of at least one image, and a visual indication resulting from the absence of an image at a playing position.

122. (Original) An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a plurality of images.

123. (Original) An electronic game device as recited in claim 111, wherein said first set of binary numbers is generated randomly.

124. (Original) An electronic game device as recited in claim 111, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program.

125. (Original) An electronic game device as recited in claim 111, wherein said housing is in the form of a three-dimensional configuration, and wherein the plurality of playing positions is mapped on the surface of said three-dimensional configuration.

126. (Currently amended) A method for an electronic game device, having a predefined objective, controlled by a microprocessor, having a playfield that includes a plurality of playing positions, wherein each playing position includes [an indicator] a display that provides a plurality of visual indications, and wherein the microprocessor performs the steps of:

assigning a first set of binary numbers to the playing positions,
routing the binary numbers respective to the playing position activated by the player to each other,
generating a second set of binary numbers from said first set of binary numbers,
assigning said second set of binary numbers to [indicators] displays, and
determining if a predefined objective of the game is met.

127. (Currently amended) A computer program embedded on a computer readable media, and performing the following steps:

assigning a first set of binary numbers to playing positions on a playfield,
routing the binary numbers respective to a selected playing position to each other,
generating a second set of binary numbers from said first set of binary numbers,
assigning said second set of binary numbers to [indicators] displays associated with playing positions, and
determining if a predefined objective of the game is met.

128. (Original) An electronic game device as recited in claim 96, wherein said algorithm simulates the operation of a geometric configuration that comprises a plurality of internal routes to route binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route.

129. (Original) An electronic game device as recited in claim 100, wherein said means to route binary numbers to each other includes an algorithm that simulates the operation of a geometric configuration that comprises a plurality of internal routes to route the binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route.